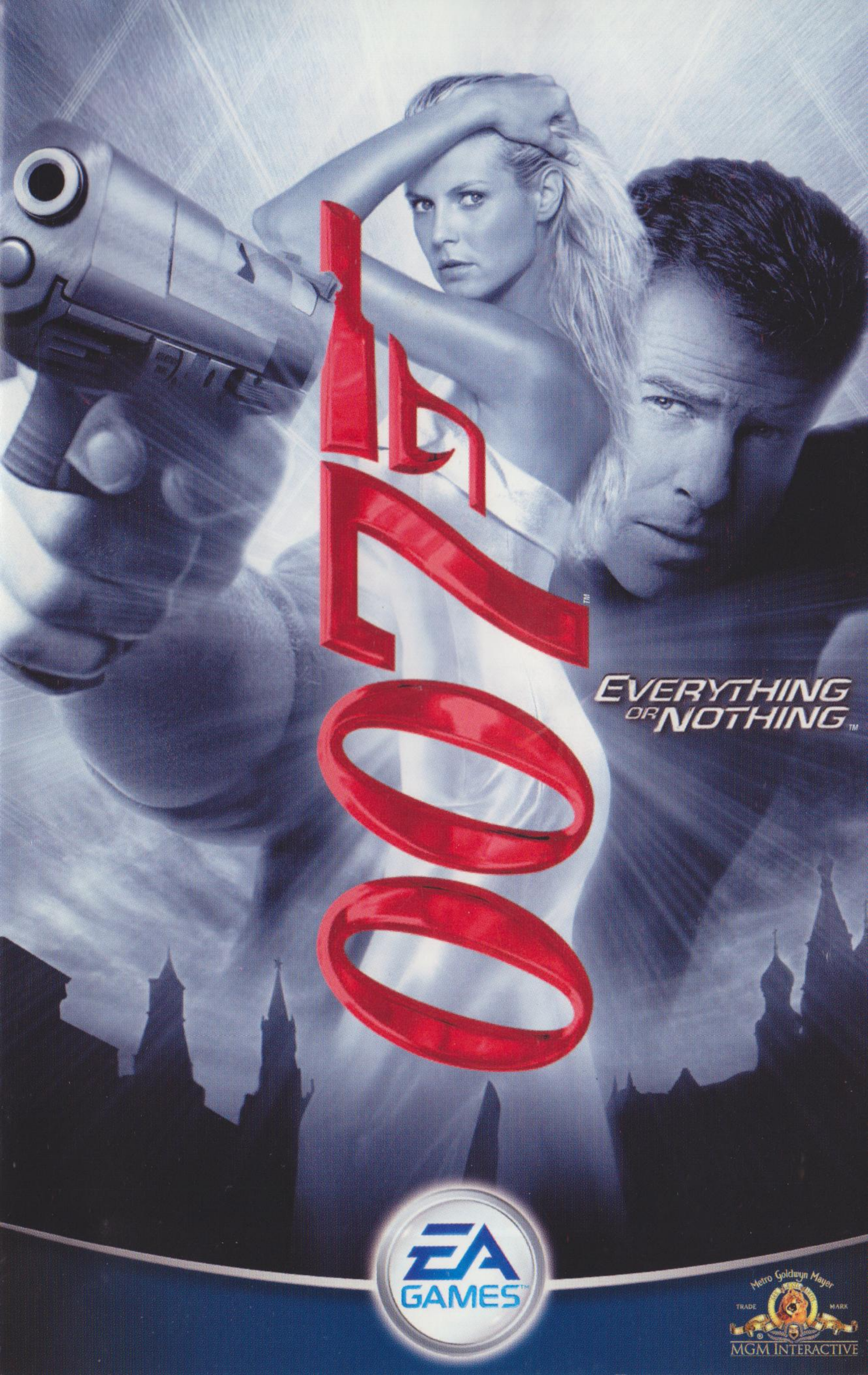




NO

EVERYTHING
OR NOTHING™



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-52005

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 50KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players
• Analog Control Compatible: analog sticks only • Vibration Function Compatible

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STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the  indicator is green, press the  button. The disc tray opens.
4. Place the *James Bond 007™: Everything or Nothing™* disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. Press  /  to choose the language that you want and press  to select it.
6. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: *James Bond 007: Everything or Nothing* does not support the Digital Controller (SCPH-1080E).

Note: Four players can play the Arena mode in *James Bond 007: Everything or Nothing* by using a multitap (for PlayStation®2) and 4 controllers. Insert the multitap (for PlayStation®2) into controller port 1, then insert the controllers sequentially into controller port 1-A, controller port 1-B, etc.

Arena mode must be unlocked in the Cooperative game mode before it can be selected. For more information on Multiplayer see page 13.

Note: Saved data is autoloaded on boot up.

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COMMAND REFERENCE

MENU CONTROLS

Highlight menu items	↑ / ↓
Cycle choices/Move sliders	← / →
Select/Go to next screen	⊗
Return to previous screen	△

COMPLETE CONTROLS

GAME CONTROLS

DEFAULT CONTROLS

Move	left analog stick
Action	⊗
Fire Weapon	R1
Lock On Target / Next Target/ Sniper Scope	L1
Look/Manual Aim Adjust	right analog stick
Inventory/Bond Sense	directional button ← / →
Punch Right	△
Punch Left	□
Dive	○
Next Gadget	directional button ↑
Next Weapon	directional button ↓
Wall Hug	R2
Crouch	L2
Sniper Zoom (when looking through sniper scope)	directional button ↑ / ↓
Turn Around (whilst rappelling)	R2
Reset Camera	R3 button (right analog stick when pushed down)
Pause Game	START

DRIVING CONTROLS

Forward	⊗ / right analog stick ↑
Brake/Reverse	□ / right analog stick ↓
Handbrake	○
Steer Left/Right	left analog stick ← / →
Fire Weapon	R1
Next Weapon	R2
Activate Gadget	L1
Enter/Exit Vehicle (Only in Designated Areas)	△
Look Back	L2
Bond Movement (When Outside Vehicle)	left analog stick
Context-Sensitive Action Button (When Outside Vehicle)	△
Altitude (Helicopter Only)	left analog stick ↑ / ↓

Burnout (Motorcycle Only)	○+ ×
Wheelie (Motorcycle Only)	×+ left analog stick ↓
180-Degree Spin (Rail Mission only)	○
Centre Turret (Non-Rail Tank Only)	R3 button
Raise/Lower Cannon (Tank Only)	right analog stick ↑/↓
Rotate Cannon (Tank Only)	right analog stick ←/→
Self Destruct (RC Car Only)	L1
Change Camera	directional button ↑
Toggle HUD Map	SELECT
Pause Game	START

INTRODUCTION

PROLOGUE

Greetings, 007. We have a new mission for you that is of the greatest importance. The recent theft of Oxford University’s highly classified prototype nano-robot project — and disappearance of its overseer, Dr. Katya Nadanova — has caused chaos in the global intelligence community. This nanobot project was a humanitarian effort intended to facilitate the remote inspection and repair of hazardous nuclear containment facilities. However, in the wrong hands, this technology could be used for entirely more sinister purposes.

This is where you come in, Bond. We’ve already identified the rogue political faction responsible for the theft and tracked them to a secret facility in Egypt’s Sahara Desert. Your mission, 007, is to destroy both the hardware and the facility. The fate of the world may very well rest once again on your success. Good luck, 007.

CAST

PIERCE BROSNAN AS... JAMES BOND



The world’s greatest secret agent, James Bond is an excellent marksman, an exceptional driver and a consummate gentleman. 007 can be your greatest ally or your most dangerous foe.

WILLEM DAFOE AS... NIKOLAI DIAVOLO



Diavolo is more than merely a former KBG officer disillusioned by the Westernisation of his homeland. The prodigy of 007’s nemesis Max Zorin, Diavolo was groomed to carry Zorin’s plans to their natural conclusion — namely, world domination.

SHANNON ELIZABETH AS... SERENA ST. GERMAINE



This American geologist possesses both brains and beauty. Her knowledge of the villages of South America proves to be an asset to 007 and her expert ability as a helicopter pilot may come in handy at the opportune time.

HEIDI KLUM AS... DR. KATYA NADANOVA



A brilliant scientist, Nadanova has exceptional credentials for the overseer of Oxford University's top secret nanotech project. Her intelligence is only matched by her beauty. After she is kidnapped, Bond is assigned to rescue her and the stolen nanotech she helped create, but Dr. Nadanova may have some surprises in store for 007...

MYA AS... AGENT MYA STARLING



An NSA agent operating undercover as a nightclub chanteuse, Starling's home base is in Louisiana and her mission is to investigate Diavolo's activities in New Orleans. Her impeccable intel, not to mention her many other talents, are of great use to 007.

RICHARD KIEL AS... JAWS



The long standing rivalry continues between Bond and his nemesis, Jaws. A formidable hitman, Jaws is eager to cross paths with 007 once again and finally defeat his arch enemy.

JOHN CLEESE AS... Q



The M16 quartermaster, Q is in charge of creating and distributing all the weapons, vehicles and gadgets assigned to 00 agents. A skilled inventor of covert equipment, Q is often irritated with 007's lack of respect for his creations.

JUDI DENCH AS... M



As the head of M16, M is responsible for all operations and agents. As Bond's boss, she is a consummate taskmaster who often dispenses crucial information and advice.

LOCALES

EGYPT

Everything or Nothing opens with a mission deep within the Sahara Desert. After sabotaging a secret facility, Bond uses his daring to board a train careening through the archaeological wonders of the expansive Egyptian desert.

PERU

In the town of Puerto Viejo, an American geologist's research on platinum reserves becomes a vital clue for Bond. After joining forces with 007, the two infiltrate a luxurious private estate on the outskirts of the Peruvian village.

NEW ORLEANS

In partnership with Mya Starling, an NSA operative, Bond gets to the bottom of his mission's Louisiana connection. Whilst there, he pays a visit to a sultry nightclub and an antiquated Creole plantation.

MOSCOW

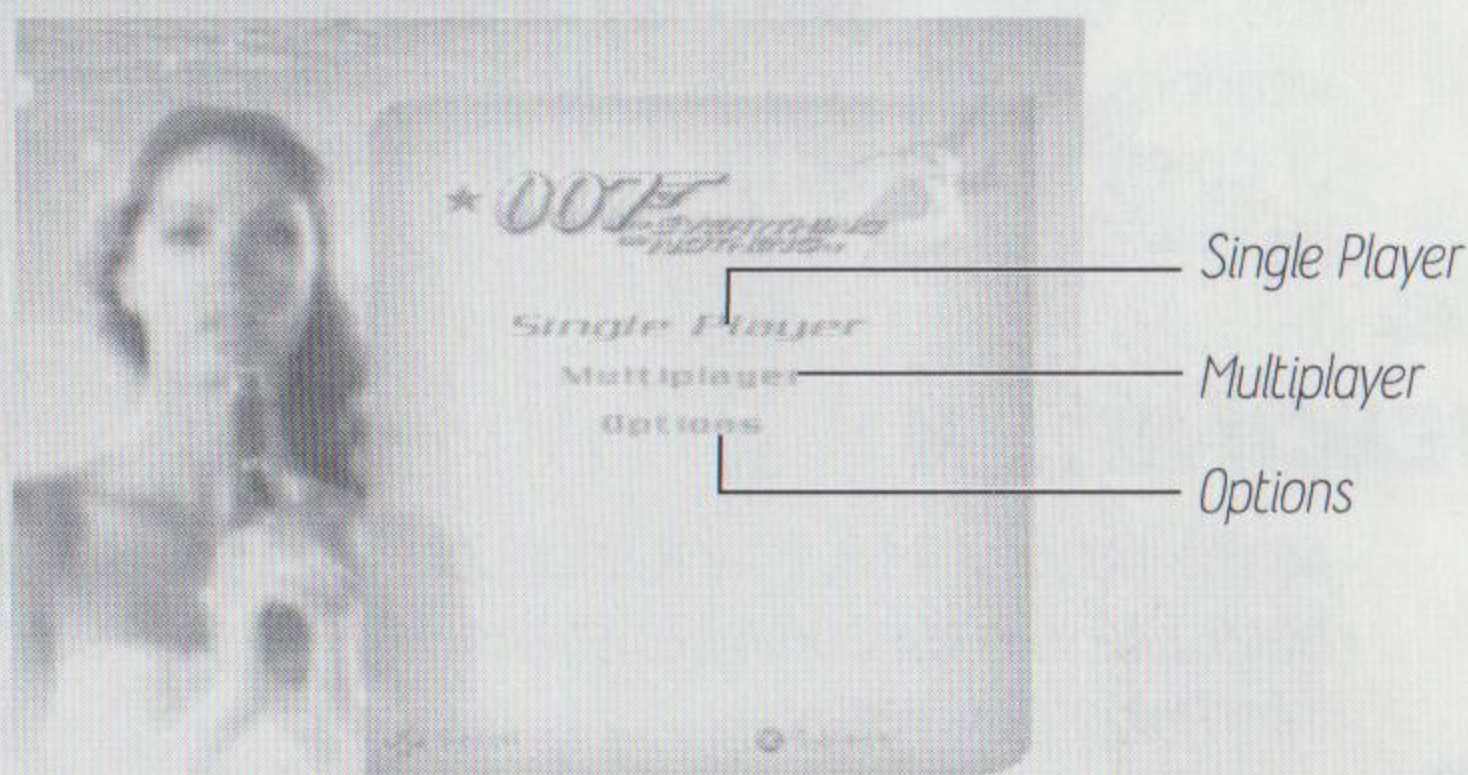
In the Russian capital of Moscow, *Everything or Nothing* comes to its dramatic finale. Bond must act quickly to prevent Diavolo from turning Moscow's Red Square into the testing grounds for his new world order.

SETTING UP THE GAME

Let's go over the basics, 007.

MAIN MENU

Start a new game, engage in multiplayer battles, adjust options or view your accomplishments from the Main menu.



SINGLE PLAYER
MULTIPLAYER

OPTIONS

Begin a new adventure as 007.
Compete with friends to see who is the top agent
(see p. 13).
Adjust audio and gameplay settings.

TO START A NEW GAME:

Note: The first time you start the game, you will be taken straight into the first mission.

1. Select SINGLE PLAYER in the Main menu and press **X**. The Select Game Type screen appears.
2. Select NEW GAME or LOAD GAME and press **X**. The Mission Select screen appears.
3. Choose a mission and press **X**. The Difficulty screen appears.
4. Select a difficulty rating — OPERATIVE, AGENT or 00 AGENT — and press **X**. Gameplay begins.

Note: Levels are completed sequentially. To unlock a new level, complete the previous level.

- For more information on saving and loading, see p. 15.

OPTIONS

Adjust volume and gameplay settings from the Options menu.

Note: Default settings in this manual appear in **bold** type.

- To access the Options menu, select OPTIONS in the Main menu and press **X**.

VIBRATION

Turn the vibration feature **ON** or OFF.

SUBTITLES

Turn the subtitling feature ON or **OFF**.

WIDESCREEN

Change your display from normal (**OFF**) to letterbox (ON) format.

AUDIO SETTINGS

Adjust the volume of the in-game music, effects and dialogue.

BRIGHTNESS ADJUST

Adjust the brightness of your game display.

RESTORE DEFAULTS

Restore your game to the original settings.

CREDITS

View the game credits.

BOND IN ACTION

Saving the world requires a thorough understanding of everything that's happening around you. Pay attention, 007.

BASIC MOVES

A stealthy entrance, a quick attack and accurate aim are hallmarks of a 00 agent.

TARGETING

Defeat an enemy with a well-placed shot.

AUTO-AIM

Pick off your enemies with a quick shot.

- To lock onto a target, press and hold **L1**. When you see the target indicator, press **R1** to fire.

EA Tip: Fire in short bursts for better accuracy.

MANUAL AIM

Use your manual aim when you need an accurate shot at an enemy.

TO USE YOUR MANUAL AIM:

1. Press and hold **L1**. Your manual aim target appears.
 - To adjust the target location, use the right analog stick.
2. Press **R1** to fire your weapon.

EA Tip: You can change targets by moving the manual aim crosshairs in the direction of the target you want to select.

STEALTH MOVES

Sometimes a stealthy entrance is preferable over a firefight.

CROUCH

Crouching behind crates, furniture or other items in your environment is an excellent way to remain undetected.

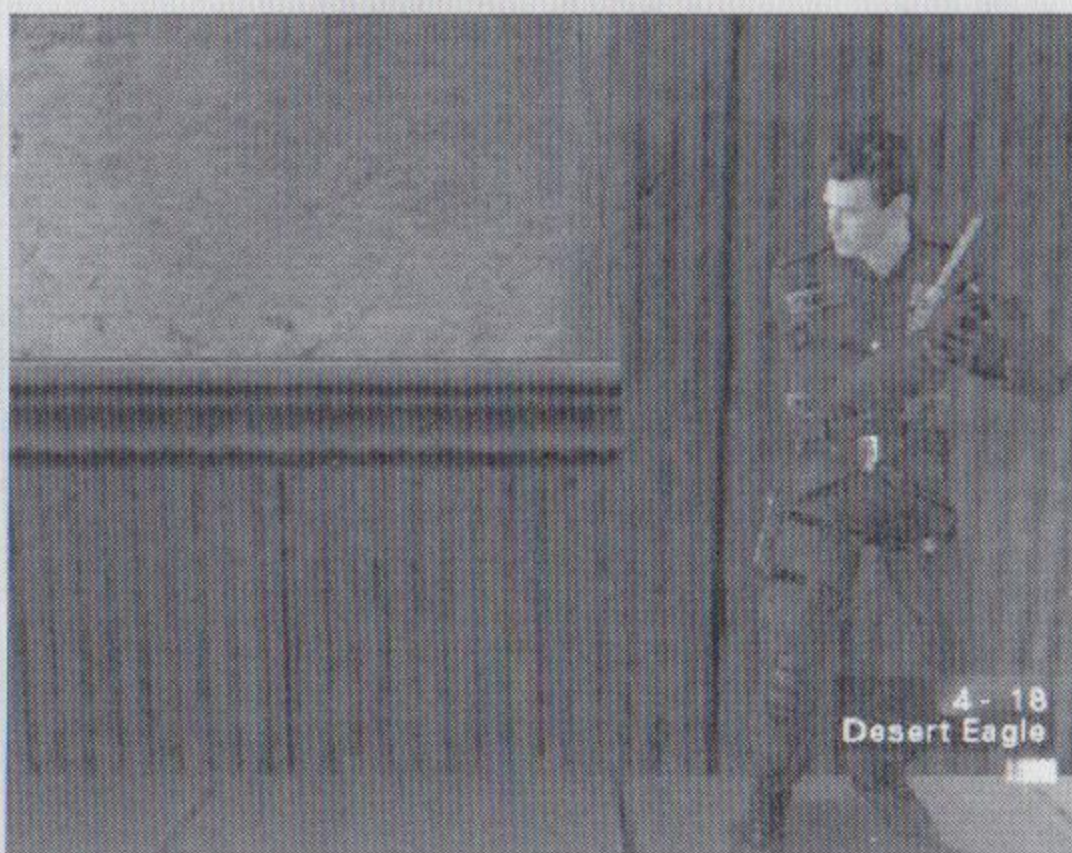


- To crouch, press **L2**.
- To move whilst crouching, press the left analog stick.
- To stand up, press **L2** again.

EA Tip: Crouching behind objects in your environment can help you avoid being hit during a firefight. You can shoot over cover whilst crouching.

WALL HUG

To avoid detection, sometimes it is best to closely strafe a wall instead of walking out in the open.



- To wall hug, approach a wall and press **R2**.
- To strafe, press the left analog stick $\leftarrow/\rightarrow$ whilst in a wall hug.
- To disengage from a wall hug, press the left analog stick $\downarrow$ or press **R2**.
- To shoot from a corner, lock onto your target by pressing and holding **L1** and fire by pressing **R1**.

EA Tip: Engaging in a wall hug and then peering around corners is an excellent way of determining if there are enemies in the vicinity whilst still remaining undetected.

HAND-TO-HAND COMBAT

Sometimes the best weapon for the job is your own hands.

- To engage in hand to hand combat, press **□** and/or **△**.
- To throw an opponent, press **□** and **△** at the same time.
- To counter an enemy hand-to-hand attack, press **□** and **×** at the same time just before he attacks.

EA Tip: A stealthy entrance coupled with a quick hand-to-hand take down is an excellent way to enter an enemy lair undetected.

BOND SENSE

Use Bond Sense to take a quick reading of your surroundings and obtain useful information about objects in the world around you.

- To enter Bond Sense, press directional button **←/→**. The action around you slows and your inventory list appears.

TO OBTAIN INFORMATION ABOUT OBJECTS IN YOUR VICINITY

USING BOND SENSE:

1. Whilst using Bond Sense, use the right analog stick to move the camera view.
2. When the interest indicator appears, press and hold **R1**.
3. Release **R1** to return to a normal view.

IF YOU WANT TO LOCK ON TO AN OBJECT OF INTEREST:

1. Whilst using your Bond Sense, use the right analog stick to move the camera view.
2. When the interest indicator appears, press and hold **L1**.

Note: Locking onto an object brings you out of Bond Sense.

3. Press **R1** to shoot the object.

EA Tip: Look for barrels or other explosive objects and use them against your enemies!

GAMEPLAY SCREEN



HEALTH METER

At full health, the meter appears as a green bar. As injuries occur, the bar depletes. When the bar is completely dark, you fail your mission.

POWER METER

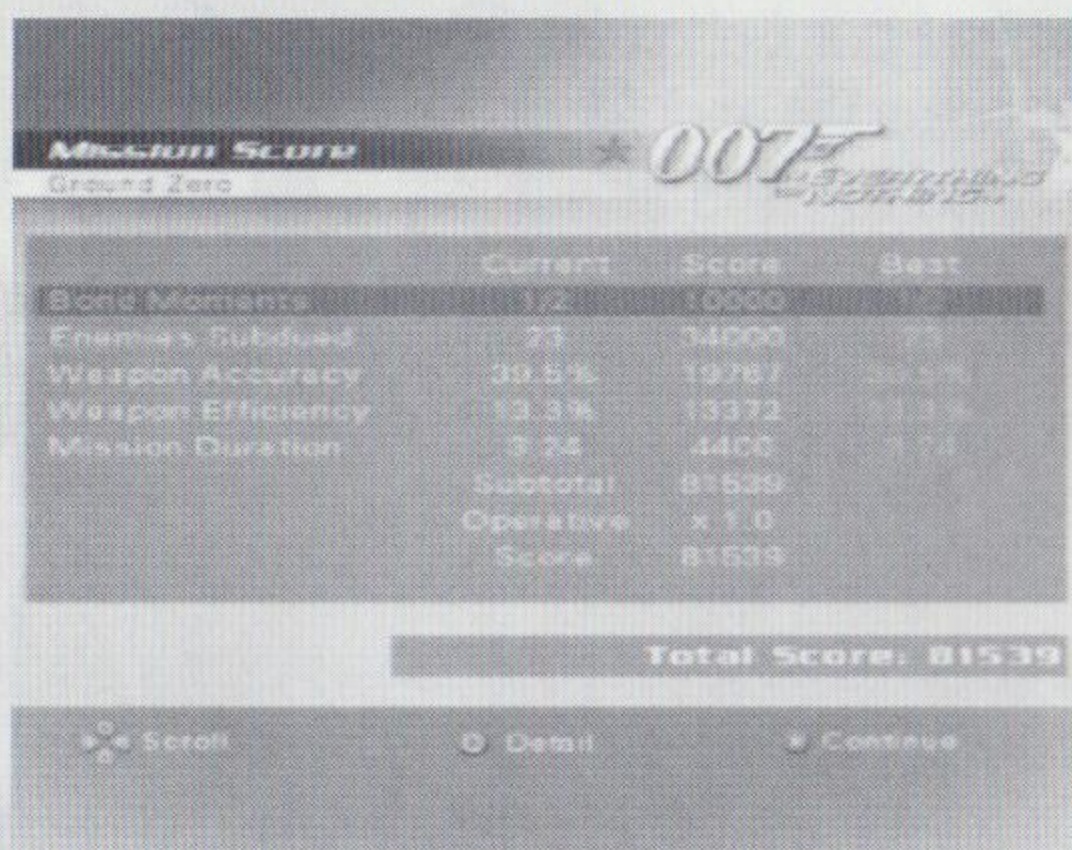
Indicates how much energy you have left for gadgets that use power.

WEAPON ENABLED AMMUNITION

Indicates which weapon or gadget you have enabled.
Indicates amount of ammunition remaining (if applicable).

RESULTS SCREEN

Determine your mission's success from the Results Screen.



	Current	Score	Best
Bond Moments	1/2	10000	
Enemies Subdued	23	34000	75
Weapon Accuracy	39.5%	19787	39.5%
Weapon Efficiency	13.3%	13372	13.3%
Mission Duration	3.24	4400	3.24
Subtotal		81539	
Operative	x 1.0		
Score		81539	

Total Score: 81539

Scroll Detail Continue

- You receive points for accomplishing your mission in a fashion that befits your title as the world's greatest super agent.

BOND MOMENTS

ENEMIES SUBDUED

WEAPON ACCURACY

WEAPON EFFICIENCY

MISSION DURATION

DIFFICULTY MODIFIER

Each mission has opportunities for you to use your unique style of problem solving. How many did you attain?

Number of enemies you subdued.

Number of shots that hit their target.

Number of rounds used versus how many enemies you subdued.

Notes how close you were to reaching the mission's optimal target time.

Score multiplier for playing at a higher difficulty level.

EA Tip: You can increase your Weapon Efficiency score by using hand-to-hand combat.

BOND EQUIPPED

Q has customized quite an assortment of weapons, gadgets and vehicles to ensure your success in your mission. Get to know them well.

RAPPEL

This wall-climbing gadget comes in handy when a swift exit is required.

- To rappel, run directly at the ledge. The rappel gadget automatically attaches itself to the ledge and allows you to descend.

TO SCALE A WALL:

1. Select the rappel gadget in your inventory. The rappel gadget is equipped.
 2. Ready the rappel gadget by pressing **X**. The gadget is readied.
 3. Press and hold **L1** to lock onto the ledge you want to attach to. The target is locked.
 4. Press **R1** to fire the rappel. The rappel line attaches to the ledge.
 5. Run directly towards the wall. You automatically begin to scale the wall.
- To move left or right whilst rappelling, press the left analog stick **←/→**.
 - To turn around whilst rappelling, press **R2**.
 - You can target and fire your weapon as normal whilst rappelling.

Q SPIDER

The Q Spider is not only an excellent remote reconnaissance gadget; it also handily doubles as a deadly weapon.

To use the Q Spider:

1. Select the Q Spider in your inventory. The Q Spider is equipped.
 2. Press **X** to activate the Q Spider. The gadget is activated.
 3. Use the left analog stick to control the Q Spider. You can now penetrate hostile territory remotely.
- To detonate the Q Spider, press **R1**.

EA Tip: Be mindful of how you control the Q Spider. It is only silent when moving slowly.

NANO SUIT

Remaining undetected during covert operations is essential. Use this Nano Suit to become invisible. But be careful, if you move too quickly, the effect is broken.

SLEEPER DART

One shot from this standard-issue M16 sleeper dart gun puts an enemy to sleep for hours. Pleasant dreams.

COIN GRENADES

These seemingly normal-looking coins carry a dangerous payload. Choose between three settings:

EXPLOSIVE

Damages enemies caught in the explosion.

STROBE

Creates a blinding flash that stuns enemies for a time.

EMP

Disables electronic equipment in the blast area.

THERMOVISION

These contact lenses allow you to see the heat signatures of enemies, even in the dark.

NETWORK TAP

Fire these special darts when you need to access certain kinds of technological equipment.

RC CAR (DRIVING MISSIONS ONLY)

The RC Car is perfect for getting into places where going through the front door is not an option.

- To deploy the RC Car, press **△** when prompted. The RC Car is deployed.
- Operate the RC Car using the standard driving controls.
- To fire the RC Car's laser, press **R1**.
- To detonate the RC Car, press **L1**.

EA Tip: Keep your eye on the battery meter. The vehicle self-destructs when it runs out of power.

BOND BEHIND THE WHEEL

These vehicles won't drive themselves, 007. Use your impeccable skills behind the wheel and quick thinking to stay on top of the action.

DRIVING AS BOND

It will take more than simply a gas and brake pedal to survive. Your gadgets and weapons are essential to a successful mission.



- To accelerate, press **X** or the right analog stick **↑**.
- To steer left or right, press the left analog stick **←/→**.
- To brake and reverse, press **□** or the right analog stick **↓**.
- To fire the currently selected weapon, press **R1**.
- To switch weapons, press **R2**.
- For a complete list of driving controls, see p. 3.

ADVANCED MANOEUVRES

Select vehicles have the ability to perform specialized manoeuvres.

STRAFING (HELICOPTER ONLY)

Strafing allows you to avoid incoming missiles whilst still engaging your target.

- To strafe, press and hold **○**, then press the left analog stick **←/→**.
- To disengage from strafing, release **○**.

ACTION SLIDE (MOTORCYCLES ONLY)

The action slide enables the motorcycle to bypass low-hanging obstacles.

- To perform an action slide, press and hold **L1**.

VEHICLES

Thanks to Q, Bond's vehicles are always top-notch and ready for the extraordinary. Do try to bring them back in one piece, 007.

ASTON MARTIN V12 VANQUISH



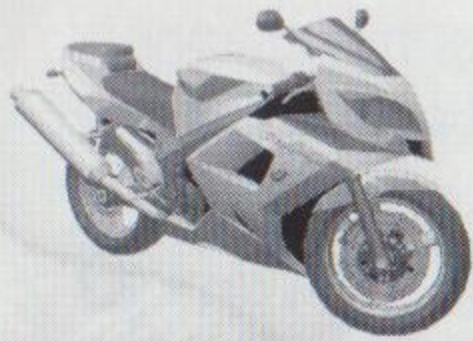
The Vanquish, outfitted with a V12 engine, is a formidable piece of machinery. Thanks to Q, this already impressive vehicle has been fitted with a weapons cache that makes it the most sophisticated show on the road.

PORSCHE CAYENNE TURBO



This turbocharged SUV is state of the art. The Cayenne's Q-lab modifications give new meaning to the term 'fully-equipped.'

TRIUMPH DAYTONA 600



Triumph's Daytona 600 is one of the most complete all-round sports machines today. Built to ultra light and powerful specs, Q's modifications have made it the ultimate force to be reckoned with on two wheels.

PAUSE MENU

Even the world's greatest 00 agent sometimes needs to take a break.

- To access the Pause menu, press .

OBJECTIVES

Review your mission and scoring objectives.

GAME

Restart or Quit the mission from the Game menu.

OPTIONS

Adjust controller, game or sound options.

- To return to gameplay, press  again.

GAME MENU

Restart your mission or quit from the Game menu.

RESTART MISSION

Start your current mission over from the beginning.

QUIT

Exit gameplay without saving and return to the Main menu.

GAME OPTIONS

Adjust vibration, HUD, subtitle and volume options.

CONTROLLER

View the current controller configuration.

INVERT HORIZONTAL

Switch the horizontal axis of your controller by selecting ON or **OFF**.

INVERT VERTICAL

Switch the vertical axis of your controller by selecting ON or **OFF**.

HUD ALWAYS ON

Choose to permanently enable the HUD **ON** or OFF.

VIBRATION

Turn controller vibration **ON** or OFF.

SUBTITLES

Enable subtitles by selecting ON or **OFF**.

MUSIC VOLUME

Adjust the volume of the background music in the game.

EFFECTS VOLUME

Adjust the volume of the special effects in the game.

DIALOGUE VOLUME

Make the in-game speech louder or softer.

VERTICAL SPLIT VIEW

Split the screen vertically instead of horizontally.

(Multiplayer Only)

RADAR DISPLAY MODE

Make radar camera- or player-relative.

(Multiplayer Only)

MULTIPLAYER

Battle with up to four friends in cooperative or arena-style multiplayer gameplay.

COOPERATIVE

Two M16 agents must fight their way through a mission gone awry.

RACE

A cooperative-style mission where your team is judged on how quickly you complete your task.

SCRAMBLE

Pick what you want to be scored on and compete head-to-head with a friend. Just be careful not to find yourself in your partner's crosshairs.

ARENA

Up to four players battle it out in this free-for-all. Watch out for Jaws!

Note: Arena mode must be unlocked in the Cooperative game mode before it can be selected.

TO START A MULTIPLAYER GAME:

1. Select MULTIPLAYER in the Main menu and press **X**. The Multiplayer menu appears.
2. Choose between **COOPERATIVE**, RACE, SCRAMBLE or ARENA multiplayer modes and press **X**.
3. Choose to play as **TWO PLAYERS**, THREE PLAYERS or FOUR PLAYERS and press **X** (Three and four players available in Arena mode only). The Player Profile menu appears.
4. Choose to create a new profile for each player (see below), or select a pre-existing profile, then press **X**. The Select Character screen appears.
5. Select a character for each player and press **X**. The Chapter Select screen appears.
6. Select the chapter you wish to play and press **X**. The Play Mode screen appears.
7. Choose the play mode you wish to play and press **X**. Gameplay begins. If Chapter mode is chosen from the Play Mode screen, select the profile to save your progress on and press **X**. The Chapter Progress screen appears.
8. Choose to either CONTINUE CHAPTER or RESTART CHAPTER and press **X**. Gameplay begins.

TO CREATE A MULTIPLAYER PROFILE:

1. Select CREATE NEW PROFILE in the Player Profile menu and press **X**. The Keyboard appears.
2. Press directional button **←/→** to select a letter and press **X** to confirm.
3. When you are finished, select END and press **X**.
4. Choose to save your profile to the memory card (8MB) (for PlayStation®2) or continue without saving. Your profile is created.

MULTIPLAYER GAMEPLAY SCREEN



WEAPON DISABLES

HAND TO HAND DISABLES

PLAYER DEATHS

TEAM LIVES

Indicates how many enemies you have disabled with a weapon.

Shows the number of enemies you have disabled with hand-to-hand combat.

Indicates how many times you have died in the current mission.

Lists the number of lives you and your partner have remaining.

MULTIPLAYER MOVES

Cooperative action on a mission means the difference between success... and death.

TEAM TARGETING

Dispatching tough foes sometimes requires a group effort.



TO ENGAGE IN TEAM TARGETING:

1. Both players on the team target the same enemy. The team targeting indicator appears.
2. Both players press **R1** to fire. The enemy is fired upon by both teammates.

EA Tip: Focus your fire at the same enemy to dispatch them faster.

AMMO SHARING

Winning teams know how to share resources.

TO REQUEST AMMO FROM YOUR PARTNER:

1. Approach your teammate and face him.
Note: Be sure the gun you want ammo for is equipped.
2. Press **X**. The request ammo indicator appears on the other player's screen.
- To offer ammo to your partner, press **X** when the request ammo indicator appears on your screen. One clip of ammo is given to the other player.

EA Tip: Keep an eye on your ammo reserves.

SAVING AND LOADING

Save and load your game progress at will.

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

Note: The game only supports MEMORY CARD slot 1 and MEMORY CARD slot 1-A (when using the multitap (for PlayStation®2)).

TO SAVE A GAME:

1. Successfully complete a mission. A prompt appears asking if you wish to save the game.
2. Select YES. The Select Save Location screen appears.
3. Choose a game save location and press **X**. The game is saved.

TO LOAD A GAME:

1. Select SINGLE PLAYER in the Main menu and press **X**. The Single Player menu appears.
2. Select LOAD GAME in the Single Player menu and press **X**. The Load Game menu appears.
3. Select the save game data you wish to load in the Load Game menu and press **X**.
The save game data is loaded.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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